

# WINDOWS LIVE MOVIE MAKER

## (COMPONENT OF WINDOWS LIVE ESSENTIALS 2011)

### USER GUIDE BY ECB

## INTRODUCTION AND CONTENTS



### INTRODUCTION

This user guide is based on Windows Live Essentials 2011 (Build 15.4.3502.922). It contains instructions for using **Windows Live Movie Maker** – a program component of Windows Live Essentials. In this guide, the program is referred to as WLMM.


A new user should first acquaint himself with the layout of WLMM's graphical user interface (GUI). A GUI is the visual


presentation of a program on a computer screen. WLMM's GUI offers a special workspace for compiling, editing and viewing movies, as well as a pull-down menu with menu options. The GUI also has functional icons (or “buttons”), and tabs opening ribbon toolbars (horizontal “ribbons” presenting various editing tools). In addition, the GUI presents “arrow” menus, indicated by up and down arrows. These arrows open a range of alternative choices when clicked. The GUI also presents sliding levers to make adjustments, for instance to sound volume.

The user interacts with the GUI by using his mouse (or touchpad) and keyboard. In this user guide the GUI will be referred to as “the interface” or “WLMM interface”. The WLMM 2011 interface is shown in some detail on pages 1-5.

The interface as it appears on your screen on starting the program, hides certain controls from view. For instance, the pull-down menu icon  opens a list of menu options. The row of tabs to the right of  opens different ribbon toolbars. Many of these hidden items are shown on pages 1-5. You should run WLMM and explore its interface while reading pages 1-5.

It is not necessary to understand or memorize the whole layout before learning to use WLMM. The interface will become more familiar as it is explained in this user guide, and used.

Click  in the top left corner of the WLMM interface to open a pull-down menu with a list of menu options. By clicking on the relevant option, you may open an existing movie project, or start a new movie project, or import movie or picture files from a device such as a camera, or save an ongoing project. You can also save an edited movie ready to play, using a media player.

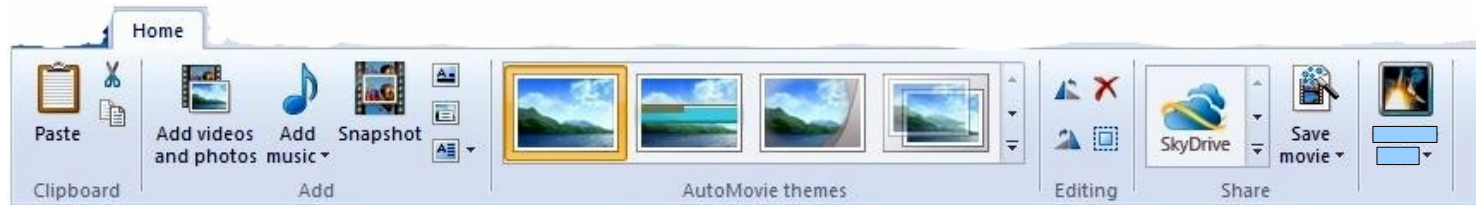
Click the tabs in the row of tabs to the right of :



Each tab, when clicked, will display a ribbon toolbar. For instance, click on **Home**. This will open



the following ribbon toolbar:



The Home toolbar offers tools to Copy & Cut & Paste a selected photo or video dragged to the Storyboard (the large open space on the right side of the interface). Another tool adds videos and photos to the Storyboard. Other tools add music to your movie, or take a snapshot of a selected frame in your movie. You can also select one of the AutoMovie themes to make a movie automatically. (Find alternative theme choices by clicking on the arrows). You can delete or rotate frames, or select all frames on a track. You can save your project for storage and sharing on Skydrive. Or you can send it to Facebook, Youtube, Windows Live Groups or Flickr. You can also save your movie on your computer. You can sign in and out of your Windows Live Essentials Account. Simply click on the relevant icons or arrows in the Home toolbar.

For another example of a ribbon toolbar, click on **Animations**:



With this toolbar, you add crossover-effects (transitions) between sections of the movie. You can specify the **Duration**, the number of seconds a transition should take. You can also select the pattern of panning and zooming a photo while it is presented in a movie

**Note that the ribbon toolbars offer arrows which present alternative choices.**

For instance, click the arrows to find more pan & zoom patterns.





The tools presented and enabled on a ribbon toolbar may change depending on the kind of editing you are busy with. The toolbars are “context sensitive”. For instance, if you added music to your movie, the Home ribbon toolbar will expand to include a **Music Tools / Options** tab. This tab will open the following toolbar:




Explore the interface structure of WLMM, even before you are able to perform editing tasks.

In this user guide, a functional icon, tab or tool will be pointed out as in the following examples:

- **Pull-down menu > Exit** (this means click on the pull-down menu icon  and then click on **Exit**).
- **Animations >**  (this means click on the Animations tab and then click on the

crossover effect  in the Animations ribbon toolbar).

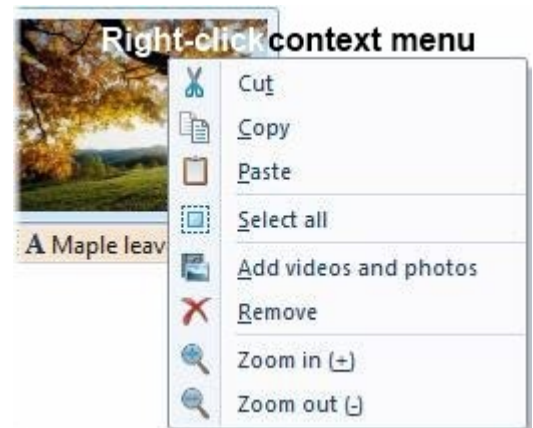
- **Music Tools / Options > Music Volume** (or ). This means click on the Music Tools / Options tab and then click on **Music Volume**).

Experiment to get the hang of the WLMM interface. Drag some photos and video clips to the Storyboard, the large area to the right of the Preview window. Collect and arrange the various items by clicking on a photo or video, then dragging it to a new position while holding the left mouse button down.

Try the effect of a tool on a selected photo or video. For instance, select (click on) a thumbnail in the Storyboard, then click on the tab **Visual Effects**. Choose an effect from the ribbon toolbar, and then try the Brightness sliding tool. You have to play the movie being edited to see certain effects. Also try the Thumbnail sizer, to the left of the Zoom time scale.

Check out the Preview window, the large black window on the left where the movie can be viewed while it is being compiled and edited. Try using the Playback controls.

Also experiment with **Right Click** on pull-down menu options, photo and video thumbnails, features added to a movie project, and other items on the interface. **Context menus** pop up on doing a right-click on certain items. **Right click** is, for instance, the way you can **Remove** components and features of a movie being compiled.



Use **Online Help** by clicking on  button. To read **Tips and Info**, hover the mouse pointer over items. For a **User Forum**, go to <http://windowslivehelp.com/forums.aspx?productid=5>

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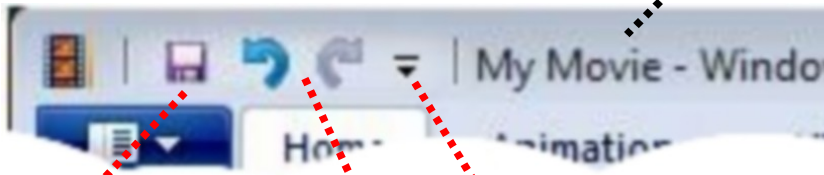
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## 1. WLMM (2011) INTERFACE LAYOUT

### 1.1 The Quick Access Toolbar right at the top



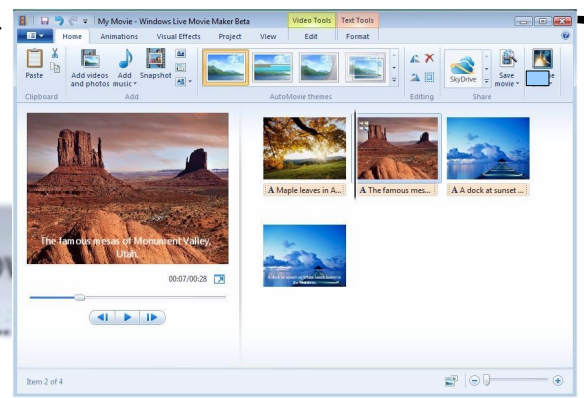
**Save the current Movie Maker Project as a .wmp-file (only readable by WLMM)**



**Undo and Redo**



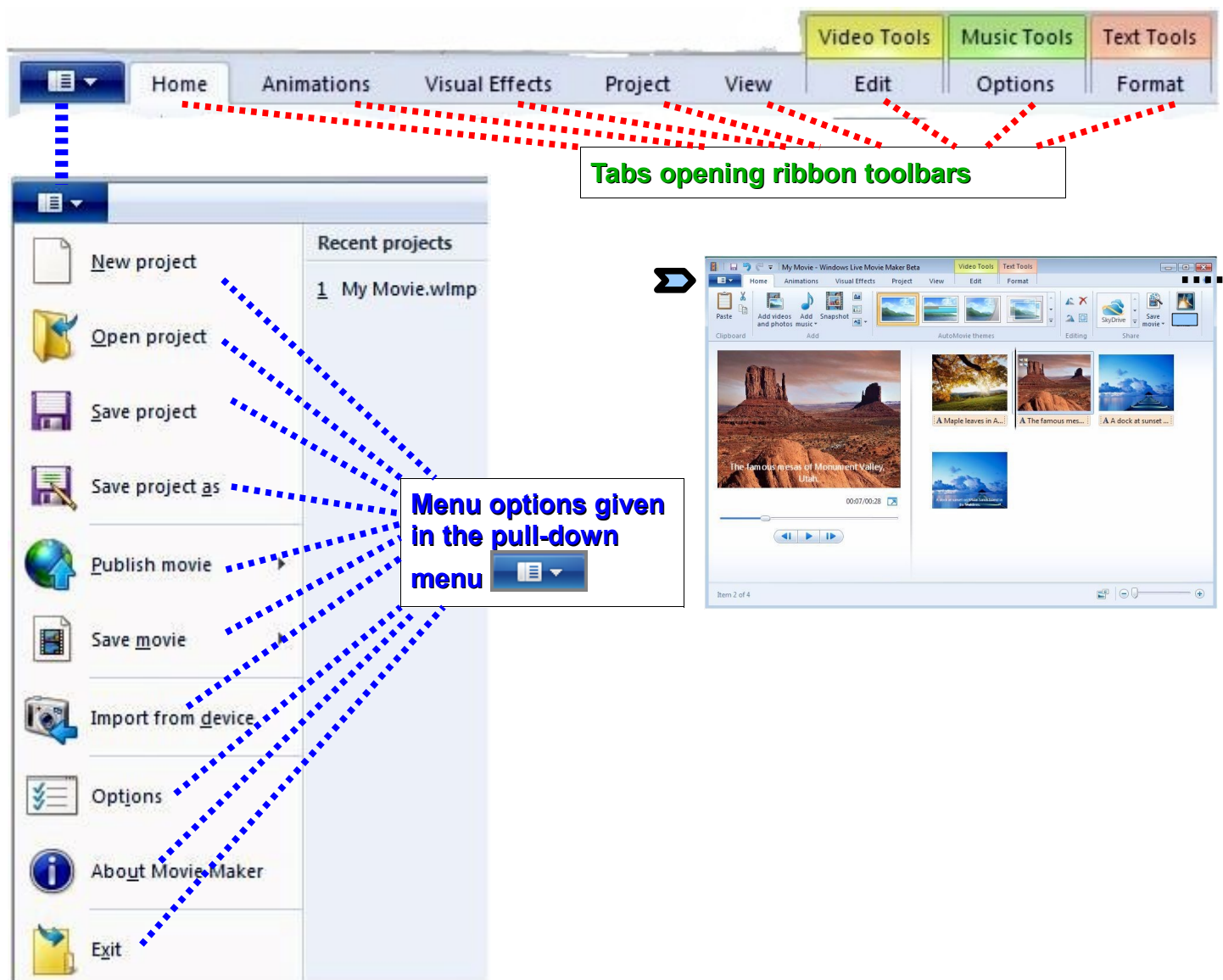
**Customize the Quick Access Toolbar by adding or removing New Project icon, Open Project icon, Add videos and photos icon and Add music icon to/from Save Project and Undo/Redo icons. The Quick Access Toolbar can also be relocated to a position under the Ribbon Toolbar.**



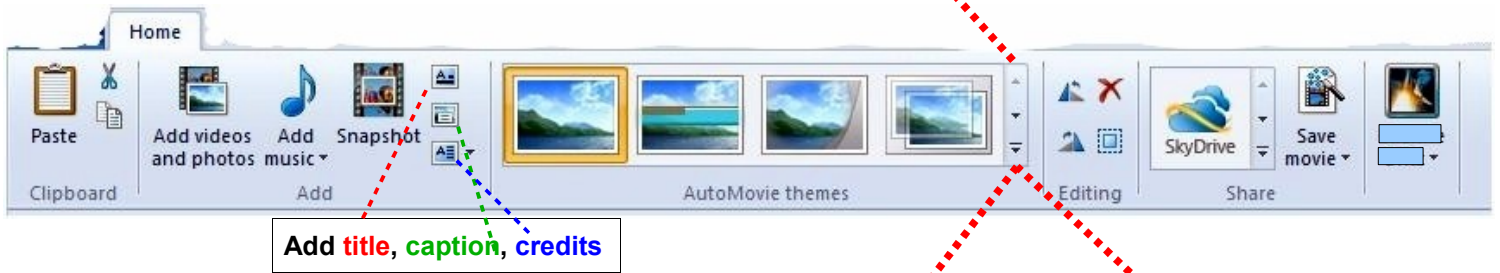
**The Toolbar shown with all Quick Access buttons:**



### 1.2 The Pull-down Menu Icon and the Tabs opening Ribbon Toolbars



### 1.3. The Home Ribbon Toolbar

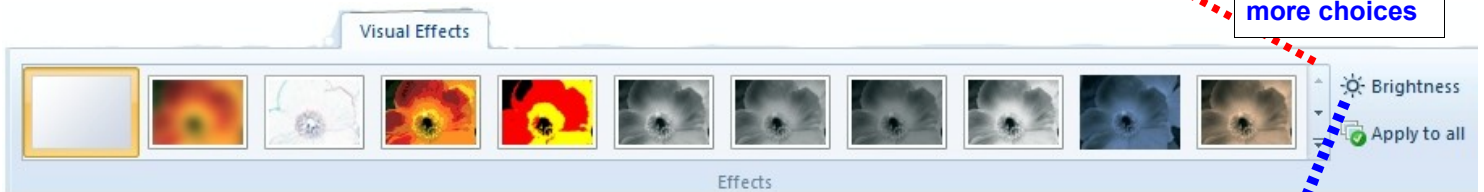


Arrow handles open alternative choices (extra Automovie themes, extra Transition effects, extra Pan & Zoom effects, extra Visual effects etc.)

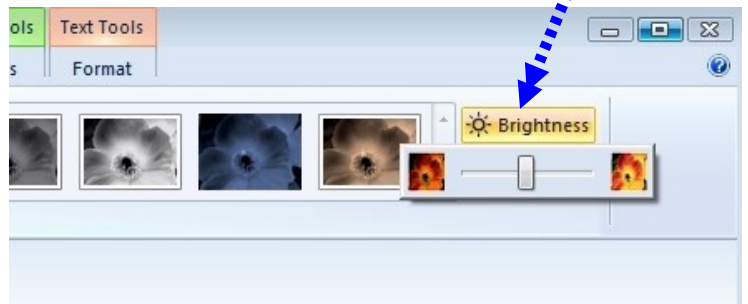
### 1.4 The Animations Ribbon Toolbar



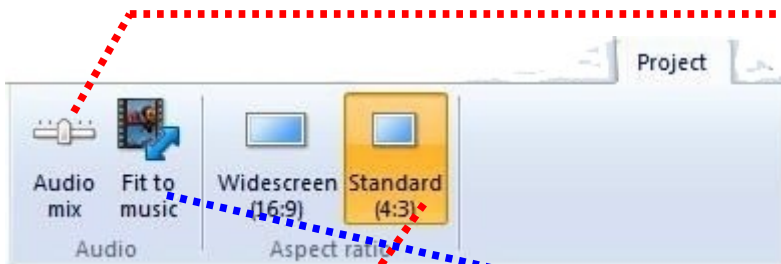
### 1.5 The Visual Effects Ribbon Toolbar



Note the Brightness Slider for setting the brightness

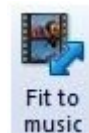


### 1.6 The Project Ribbon Toolbar



Audio Mix

Set the music and the video soundtrack to play at the same volume, or make one louder than the other, by moving the slider.

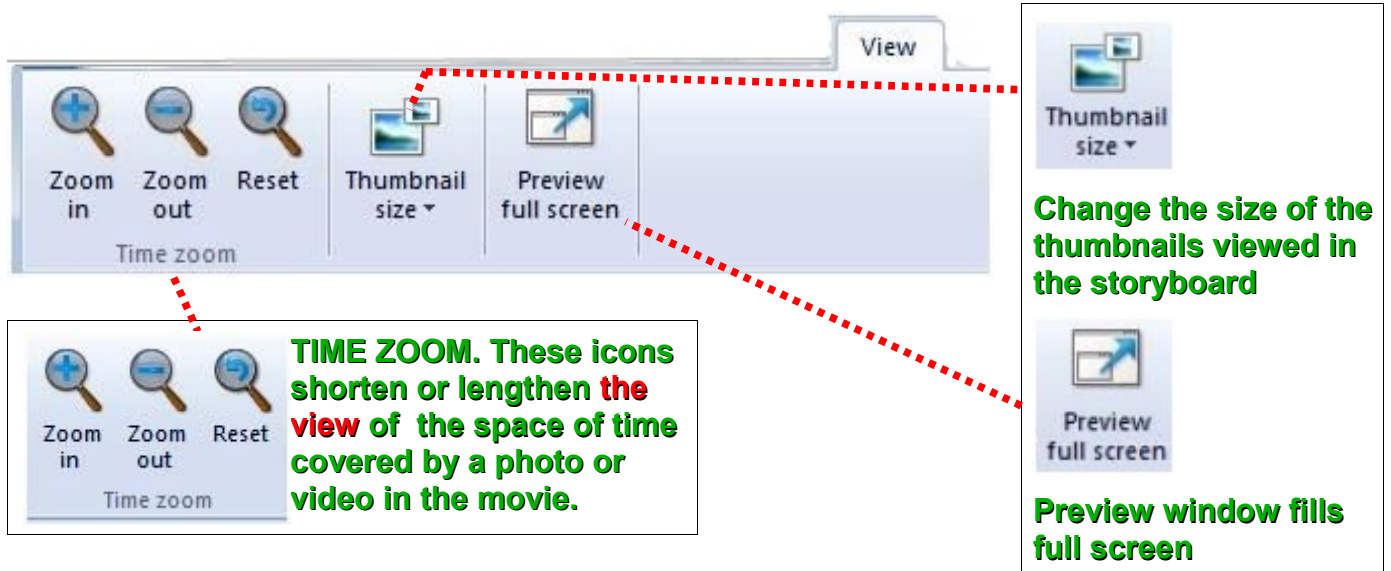


Fit to music

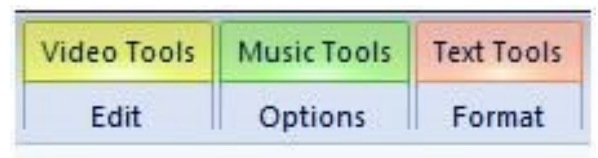
Automatically fit photo playback to duration of music soundtrack.

Select whether you want a widescreen or standard aspect ratio for your movie.

## 1.7 The View Ribbon Toolbar



## 1.8 The Video Tools / Edit, Music Tools / Options and Text Tools / Format Ribbon Toolbars



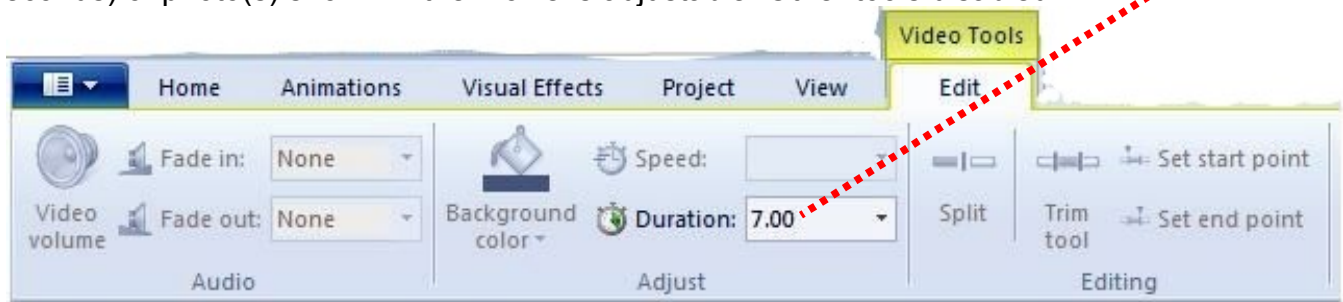
The tools available and enabled in the **Video Tools / Edit**, **Music Tools / Options** and **Text Tools / Format** ribbon toolbars change according to the items and features added to the movie, to the position of the cursor in the storyline, and to where the mouse is clicked. The tools needed for editing in a certain context are provided.

### Two Examples:

- (1) **Cursor positioned before selected photo, music and captions added to movie:**



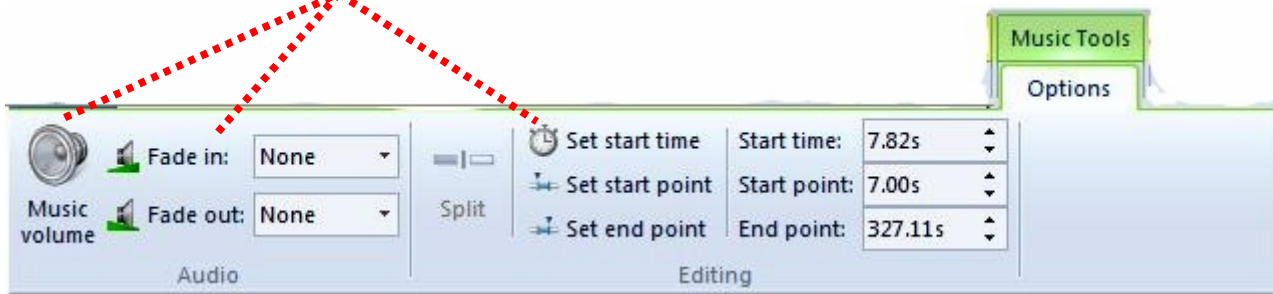
**Video Tools / Edit:** No video follows directly after the cursor in Example (1). A **photo** is selected and follows after the cursor. So only the **Duration** (in seconds) of photo(s) shown in the movie is adjustable. Other tools disabled.



**Music Tools / Options:** In Example (1), music has been added to the whole movie. The music track is represented by a green strip running along the top of the storyline: **Distance - Karsh Kale (Realize)**. Most of the music tools are therefore enabled in the **Music Tools / Options** ribbon toolbar in Example (1). This includes Music Volume, Fade In-Out, Set time and starting/ ending points of soundtrack. If the music track is selected (clicked) and the cursor is dragged beyond the starting point of the project, the **Split** tool is also enabled. On the next page, you see a screenshot of the Music Tools / Options ribbon toolbar opened in the context of Example (1).

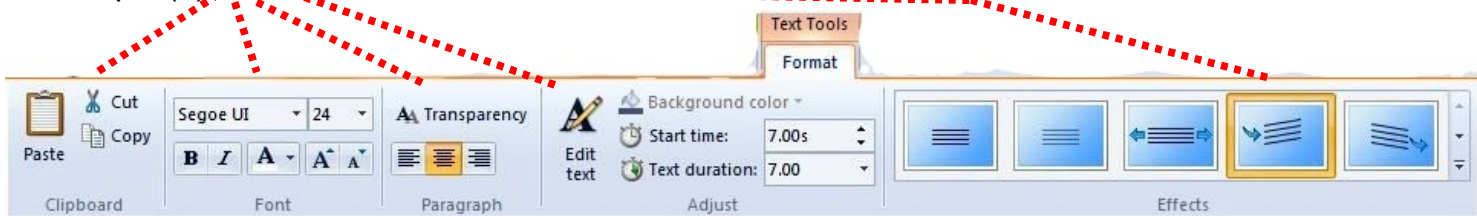


See how most music tools are enabled with music added to the movie.



**Text Tools / Format:** In Example (1), the selected photo has a caption. Therefore almost all text formatting tools are enabled. This includes **Cut**, **Copy** and **Paste**, **Font Style** and **Font Size**, **Transparency of Font**, **Start / End Time for caption** to be displayed, various **Caption Effects** (with arrows pointing to alternative effects). If the title page had been selected, with the cursor at the very beginning of the movie, **Background Colour** would also have been enabled.

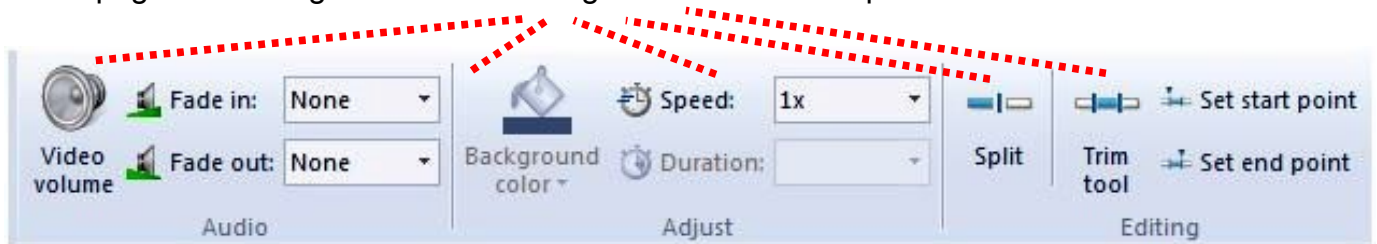
Note that most tools on the **Text Tools / Format ribbon toolbar** are enabled in the context of Example (1).



(2) **Cursor moved over video, captions added to photo, no music added:**



**Video Tools / Edit:** In Example (2), all applicable video tools are enabled, including tools to split and trim the video, and also a tool to adjust the volume of the video sound track (speech etc.). There is a tool to adjust the speed of playback, enabling slow motion and accelerated movement. **Background Colour** is disabled because there are no "blank pages" – a title or credits page – following the cursor. The logic of the context explains the tools enabled/ disabled.

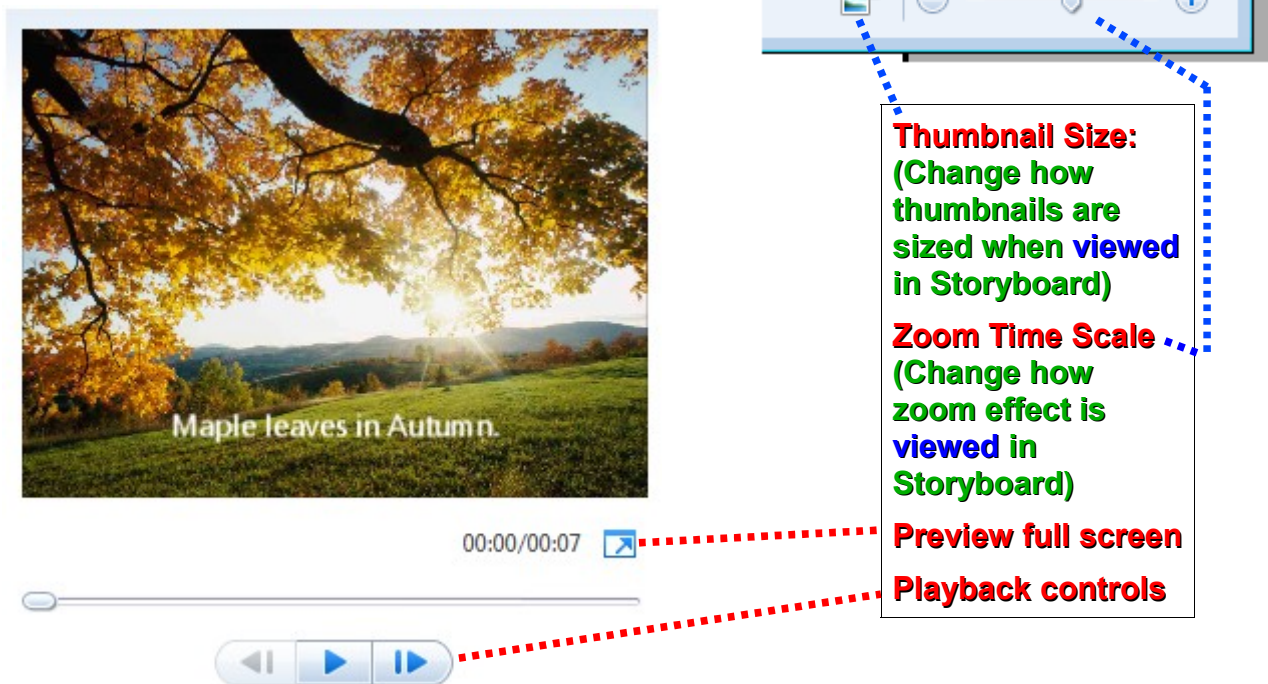


**Music Tools / Options:** In Example (2), no music track has been added to the movie. The Music Tools / Options tab and ribbon toolbar is therefore not available at all for Example (2).

**Text Tools / Format:** In Example (2), no captions have been added to the video part of the



movie. Therefore no **Text Tools / Format tab** and ribbon toolbar is available for Example (2).

## 1.9 PLAYBACK CONTROLS, THUMBNAIL & STORYLINE VIEW CONTROLS



## 2. ADD VIDEOS AND PHOTOS TO THE STORYBOARD

You drag, import or add videos and photos to the Storyboard when you start a new project (**Pull-down menu > New project**), or when you continue to work on a saved project (**Pull-down menu > Open project**). There are three ways to add photos and videos to the Storyboard:

- Click and drag videos and photos to the Storyboard from your desktop or from a specially opened folder.
- Click  Click here to browse for videos and photos on the Storyboard. Then browse through your picture and video folders and select (click) what you want to add to your movie. This function is not available after you have started a project and placed items on the Storyboard.
- **Home > Add videos & photos**  . Browse through your picture and video folders and select what you want to add to your movie.

### Add multiple files

When adding videos and photos, you can add multiple files at once by holding the **CTRL** or **SHIFT** keys to select multiple files. Then click the **Open** button.



## 2.1 File types that can be added

WLMM 2011 will accept the following video and photo (and audio) formats for compiling and editing a movie. The necessary codecs (digital media file encoder / decoder software) must be available on your computer.

### Video file types


Windows Media Video (WMV) files – .wmv  
 Windows Media files – .asf and .wm  
 AVCHD files – .m2ts and .m2t  
 Apple QuickTime files – .mov and .qt  
 DV-AVI files – .avi  
 Microsoft Recorded TV Show files – .dvr-ms and .wtv  
 MPEG-4 movie files – .mp4, .mov, .m4v, .3gp, .3g2, and .k3g  
 MPEG-2 movie files – .mpeg, .mpg, .mpe, .m1v, .mp2, .mpv2, .mod, and .vob  
 MPEG-1 movie files – .m1v  
 Motion JPEG files – .avi and .mov

**If a HD video file cannot be added, re-encode the original AVCHD video to a WMV format or another HD format, e.g. mpeg-2. Use the resulting file for importing into a WLMM movie.**

### Photo files

Joint Photographic Experts Group (JPEG) files – .jpg, .jpeg, .jfif, and .jpe  
 Tagged Image File Format (TIFF) files – .tif and .tiff  
 Graphics Interchange Format (GIF) files – .gif  
 Windows Bitmap files – .bmp, .dib, and .rle  
 Icon files – .ico and .icon  
 Portable Network Graphics (PNG) files – .png  
 HD Photo files – .wdp

### Audio files

Music and other audio files are added by clicking **Home > Add Music** (  ). This subject is discussed in section 9 in this user manual. The following **Audio (also music) file types** can be added:

Windows Media Audio (WMA) files – .asf, .wm, and .wma  
 Pulse-code Modulation (PCM) files – .aif, .aiff, and .wav  
 Advanced Audio Coding (AAC) files – .m4a  
 MP3 files – .mp3

## 3. SAVE YOUR WORK – SAVE WLMM PROJECTS AND SAVE MOVIES

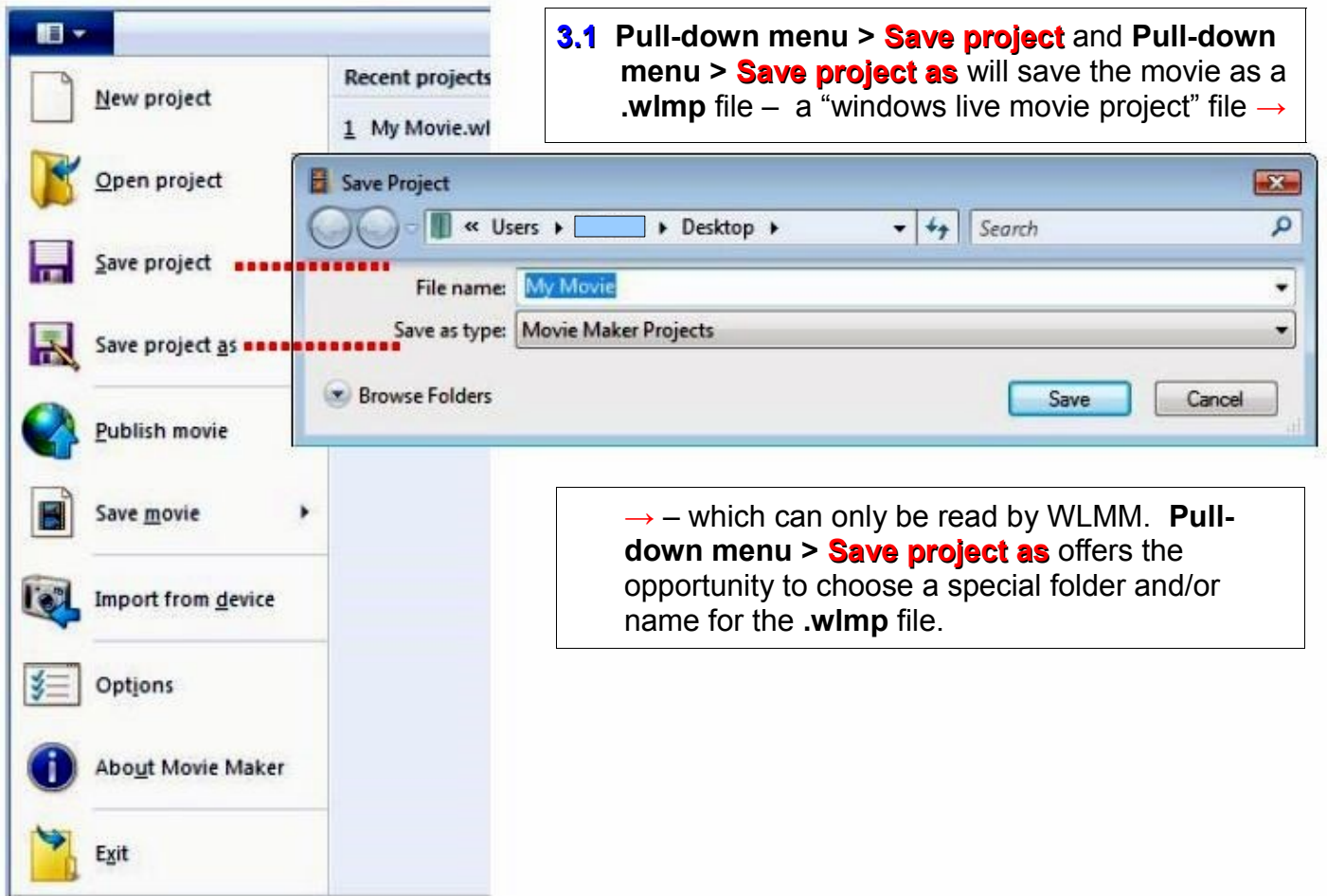
Use the pull-down menu on the left (  ) to save projects and movies.

### 3.1 Save a project

Pull-down menu > **Save project** and Pull-down menu > **Save project as**. **See next page.**

**Note:** A **saved project** can be opened by and edited with **WLMM**. A **saved movie** is a media file which can be imported to but not opened by **WLMM**.

**3.1 Pull-down menu > Save project** and **Pull-down menu > Save project as** will save the movie as a .wmp file – a “windows live movie project” file →



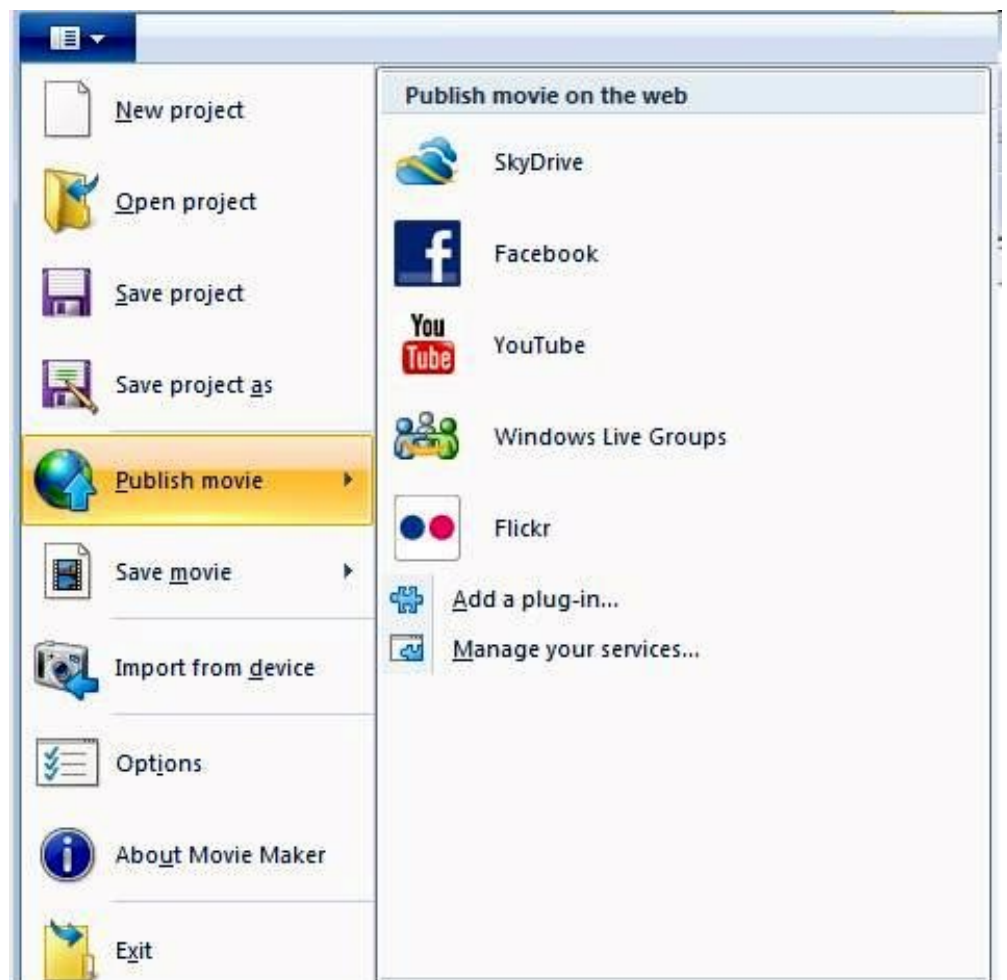
→ – which can only be read by WLMM. **Pull-down menu > Save project as** offers the opportunity to choose a special folder and/or name for the .wmp file.

### 3.2 Publish movie

**Pull-down menu > Publish movie** will publish your movie to a range of websites where it can be stored and/or shared with others.


The movie can also be published (to the same storage /sharing sites) from the **Home Ribbon Toolbar**.


Any suitable storage and file sharing website may be used for storing and sharing WLMM movies online. Save a movie on your computer, then upload it to a store/share site.




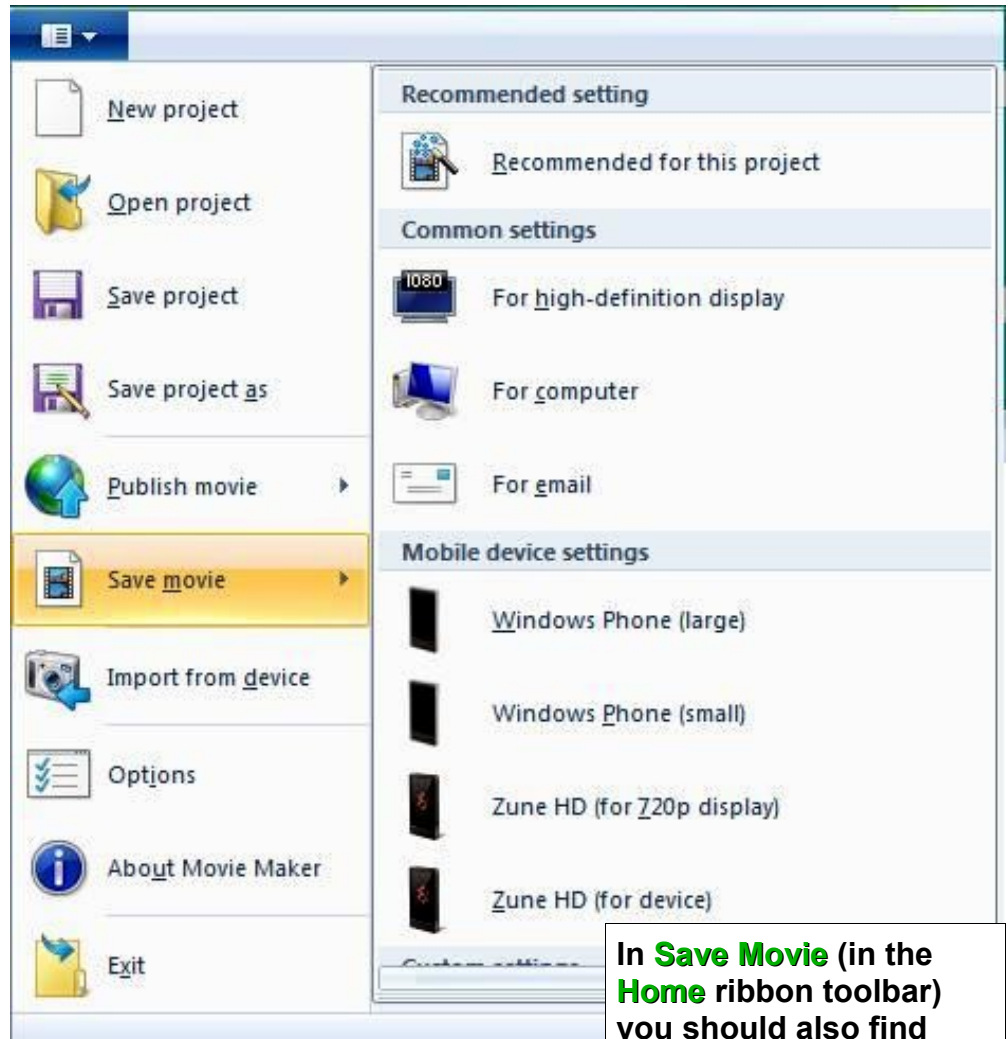
### 3.3 Save movie

Pull-down menu > **Save movie** will provide a number of options to save a movie file playable with a media player device.

 **High-definition display** will save a higher quality, larger, “heavier” movie with more megabytes.


 **For Computer** will save a medium quality, medium sized movie.

 **For email** will save a small, light movie for easier e-mailing. In all cases a **.wmv file** – a Windows Media Video file – will be saved to your PC.



In **Save Movie** (in the **Home** ribbon toolbar) you should also find **Burn a DVD**. **Windows DVD Maker** can be used in stead.


## 4. PLAY THE .WLMP-MOVIE IN WLMM PREVIEW WINDOW

Play the movie being compiled and edited using the **Playback Controls**. To play and pause, press the **Play** button  or press the **SPACEBAR**.

Pressing the **SPACEBAR** pauses & resumes playback.



## 5. USE AUTOMOVIE FOR AUTOMATIC MOVIE-MAKING

Click **Home** followed by one of the **AutoMovie** themes – e.g.  – after dragging or importing photos and/or videos to the Storyboard. AutoMovie automatically adds crossfade effects (transitions), automatic pan-and-zoom effects, title and credit slides, and it asks you if you want to add a soundtrack. If you click **yes**, AutoMovie automatically adds music (the tune is selected by you). After you click AutoMovie, you can still go back and fine-tune your project.

## 6. ADD TRANSITIONS (CROSSOVER EFFECTS)

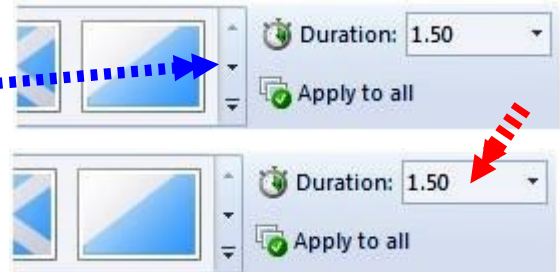
The **Animations** tab opens the following ribbon toolbar, which includes six transition options. The number of transition options displayed may differ according to the **Aspect ratio** setting made in **Project > Widescreen/Standard** or to the version of WLMM 2011 being used. (See **Animations ribbon toolbar** on next page.)





The first option  represents **no transition** – a straight crossover from one section of the movie to the next. **Use “no transition” to undo a transition added.**

The six crossover effects displayed can be expanded with alternative choices found by clicking on the arrows on the right of the row of six:



The **Duration** of the cross-over is also determined here. (Duration given in seconds.)

To add a transition effect between two sections of the movie – two photos and/or videos positioned consecutively on the storyboard – first click on the consecutive (“second”) thumbnail so that it is selected and the cursor appears between the two thumbnails.



▲ Transition will be created here

Then click the **Animations** tab and select a transition effect.

To add the same crossover effect to **multiple items**, select a range by clicking the photo or video you want to start with, then hold down the **SHIFT** key and click the one you'd like to end with. Then click the transition effect you prefer. It is applied to the selected range.



▲ The cursor

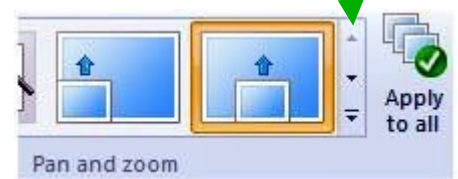
You can preview the transitions applied by moving the sliding lever on the playback controls (or the cursor in the storyline) slowly over the sections of the movie.



▲ The preview slider

## 7. PAN AND ZOOM APPLIED TO PHOTOS

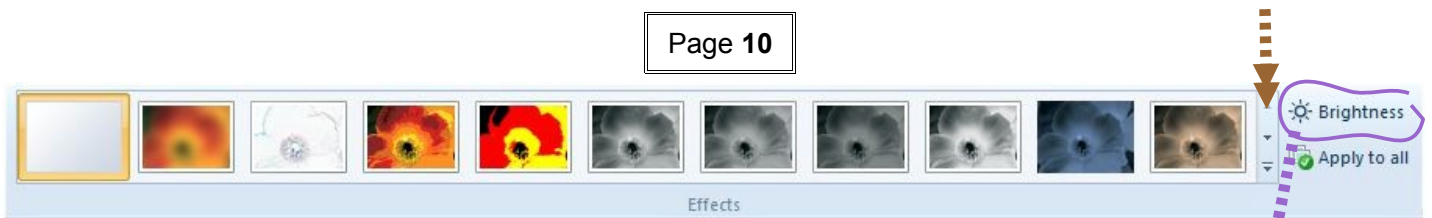
Photos (or other picture files) can be panned (moved in different directions) and zoomed (moved nearer or further back) while they are being shown in a movie, in order to animate them. Select a photo and then click on one of the **Pan and zoom** effects available on the **Animation** ribbon toolbar. Alternative pan and zoom patterns are opened by clicking on the arrows. You can also select to apply the same pan and zoom effect to all inanimate pictures in the movie.



Arrows open more choices

## 8. APPLY VISUAL EFFECTS

Videos and photos can be changed to black and white and many other filter effects can be applied using the **Visual Effects Ribbon Toolbar**. Select the photo or video to be edited in this way. First rest the mouse pointer on an effect to see how it would look. Then click on the effect



to apply it.

**To remove the effect**, select the photo or video again and select **no effect**:



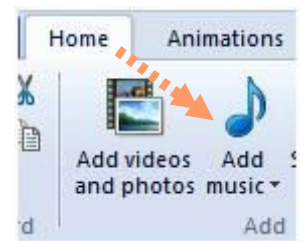
The **BRIGHTNESS** of the photo or video can be adjusted on the same ribbon toolbar:



## 9. ADD A (MUSIC) SOUNDTRACK TO THE MOVIE

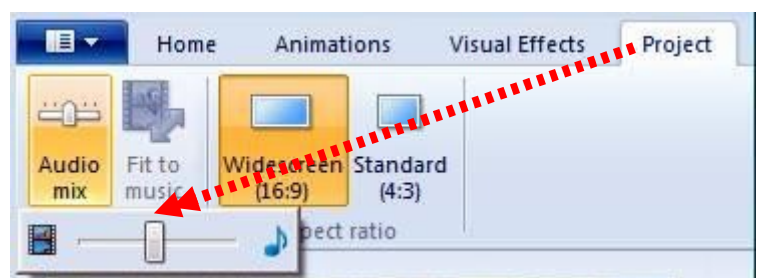
### 9.1 The recorded soundtrack of a video file and a (music) soundtrack added to the movie plays simultaneously. Create a balanced audio mix. Or mute the recorded soundtrack (or the added music soundtrack).

A music track is added to a movie project by doing **Home > Add music**. If a music track – indicated by a green strip running along the top of a storyline – is added to videos with voice, music or other sounds added to them when they were recorded, then the movie will have two audio tracks. The recorded soundtrack of the video and the added soundtrack of the movie will tend to drown each other out.

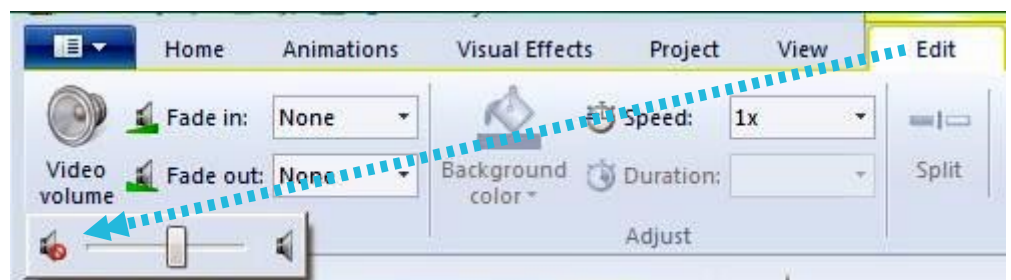


**Three solutions are available.**

**First**, the balance between the two soundtracks can be set with **Project > Audio mix**. The Audio mix setting will be applicable to the whole movie.



**The second solution** is to mute the sound recorded when the original video was shot, so that only the new, added music track will be audible in the movie. To mute the recorded soundtrack, select the video with recorded soundtrack, then do **Video Tools / Edit > Video Volume**. **Slide the volume lever to zero (no sound)**. Now the recorded soundtrack will be inaudible. A new (musical) soundtrack without interference from the recorded soundtrack can be added directly with **Home > Add music**. No need to save the muted video file first.



**The third solution** is simply to avoid adding a musical soundtrack to the movie, if the video has

meaningful speech and other sounds recorded.

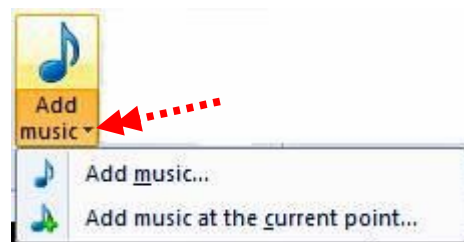
The volume of the added musical soundtrack can also be turned down, by clicking on the green strip above the storyline, and then doing **Music Tools / Options > Music volume (set to low volume)**. The audio mix can in fact be set by adjusting both **Video Tools / Edit > Video volume** and **Music Tools / Options > Music volume**, until a good sound mix is achieved.

## 9.2 Adding , splitting and replacing the added soundtrack (shown as a green strip above the storyline)

### ADD MUSIC.

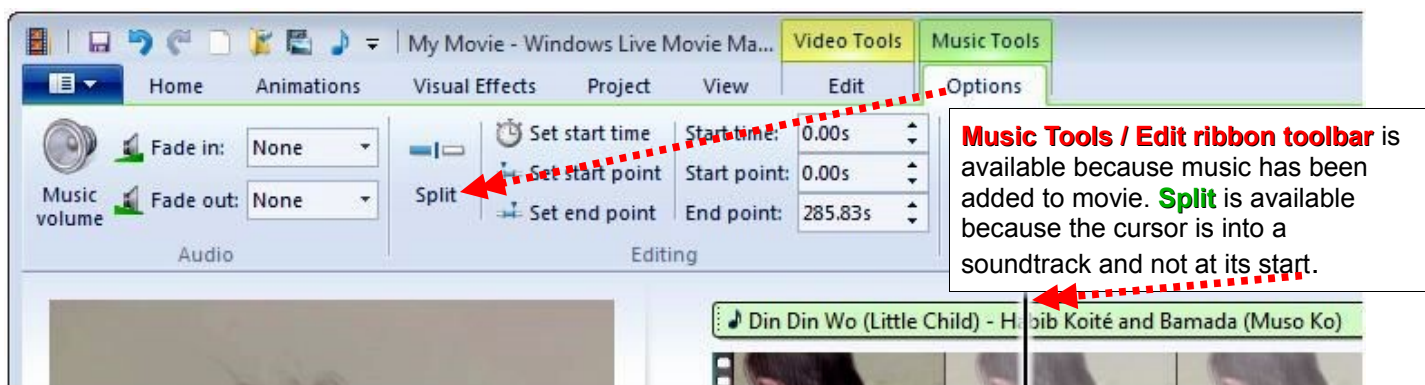
To **add** music to a movie, click **Add Music** on the **Home ribbon toolbar**. Select the music of your choice, and click the **Open** button. Once you've added music, the **Music Tools / Options** toolbar becomes available.

**Note:** **AutoMovie** will ask if you would like to add a soundtrack to your movie. If you select **no** you can always add one later.



### SPLIT MUSIC TRACK.

To **split** an added music track at a particular point, move the storyboard cursor to the position where the split must occur and then click **Music Tools / Options > Split**. (Drag the cursor or click in a certain position in the storyline to pinpoint the split.)

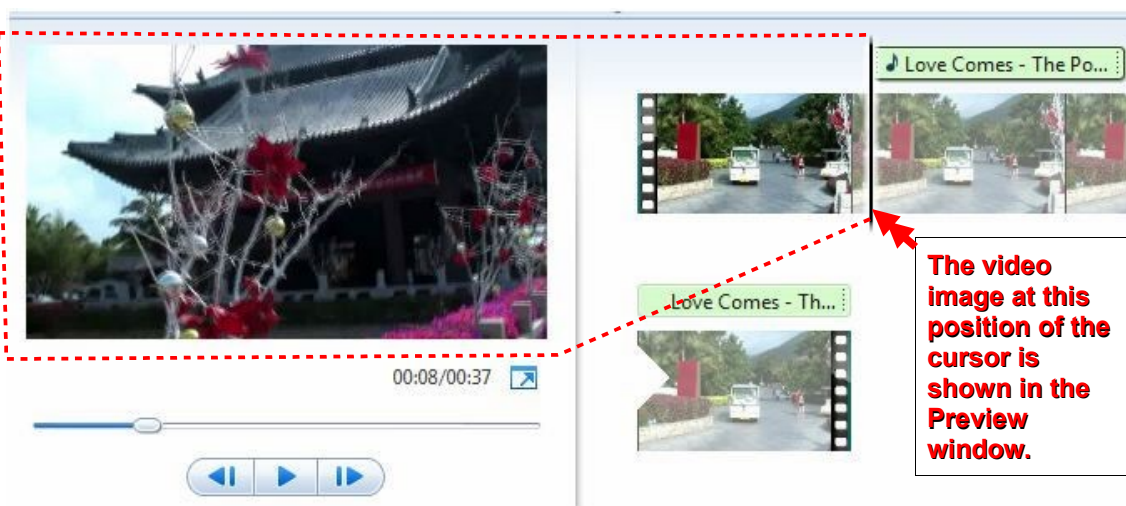


Once a section of the music soundtrack has been split off, the starting point of the soundtrack in the new section can be dragged forwards or backwards after clicking in the green strip. (Hold left mouse button down while dragging.)



### VIEW WHERE YOU SPLIT OR ADD / RESUME MUSIC

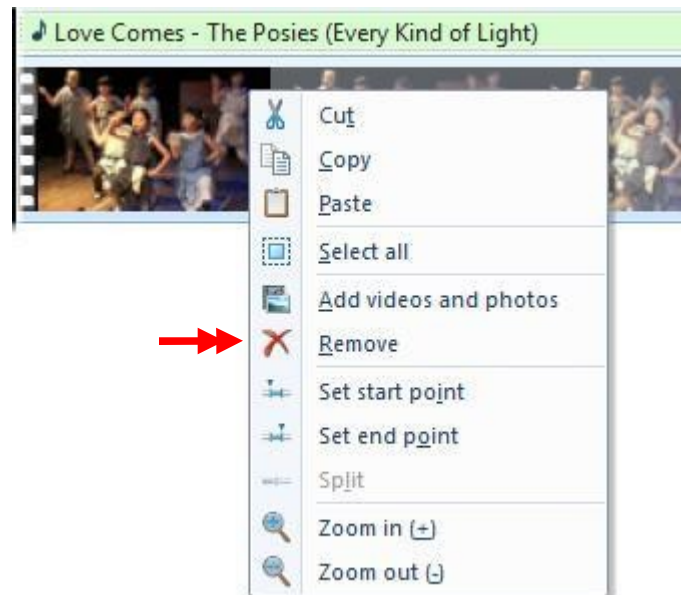
The starting point for a split-off music track is not determined blindly. The video image at the position of the cursor can always be seen in the preview window.





## REPLACE MUSIC

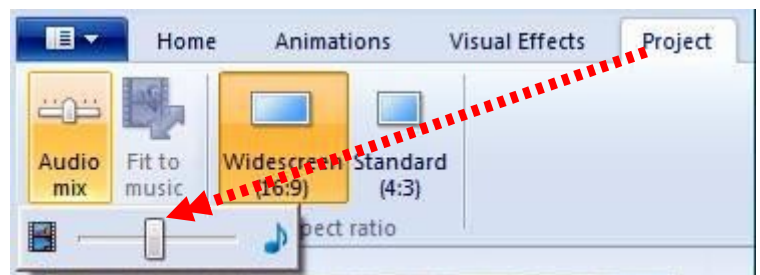
To replace the music in the added soundtrack – or in a split-off section of the added soundtrack -- **you must first remove the existing music**. **Right-click** in the green soundtrack strip (specifically in the section where the music must be replaced). Click on **Remove**. This will clear away the existing soundtrack and prepare for a new soundtrack (or a new section of the soundtrack) with new music to be added. If music is first added to the existing soundtrack (or section of the soundtrack), **Remove** will delete only the music being replaced). It is better to clear away the soundtrack (or section) first.



### 9.3. Using other soundtrack tools: Audio mix, Video volume, Music volume, Fade-in, Fade-out, Split soundtrack. Set Start time and Set Start / End points of added music, Fit to music

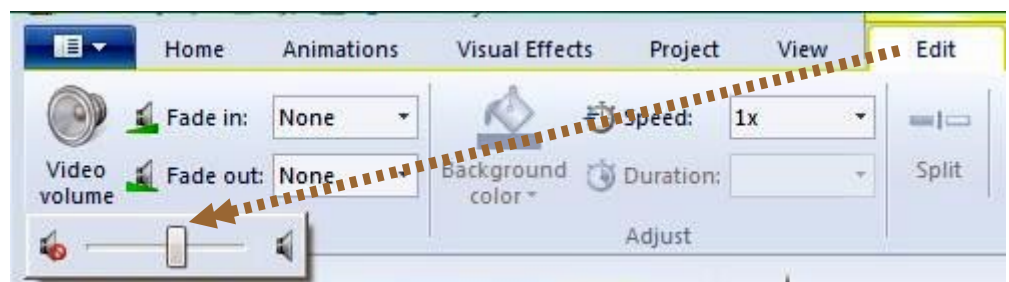
#### 9.3.1 AUDIO MIX

The **Audio mix** sliding tool is found in the **Project Toolbar (Project > Audio mix)**. The mix or balance between the recorded soundtracks of videos added to the movie project on the one hand, and the special music soundtrack which may be added to the movie project on the other hand, is set here.



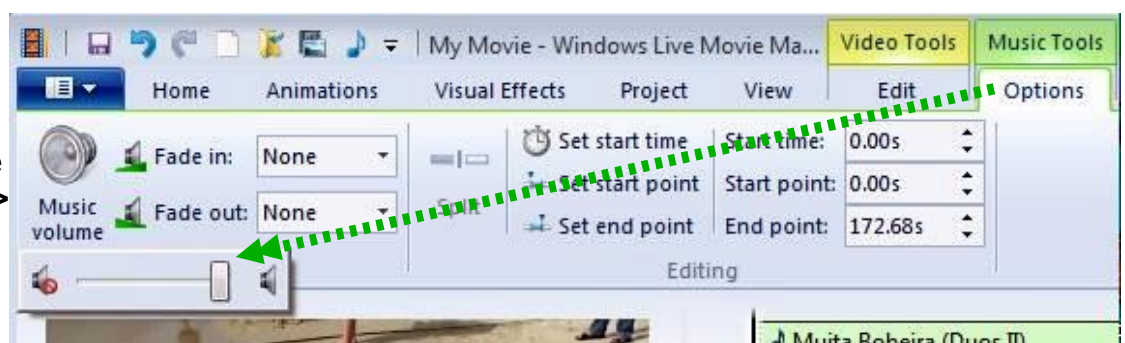
#### 9.3.2 VIDEO VOLUME

The volume of the sound recorded when a video was shot, is set with **Video Tools / Edit > Video volume**. Setting the volume to zero mutes the video soundtrack, so that only a music soundtrack added to the movie will be audible.



#### 9.3.3 MUSIC VOLUME

The volume of the music added to the movie with **Home > Add music** is set with **Music Tools / Options > Music volume**. Setting

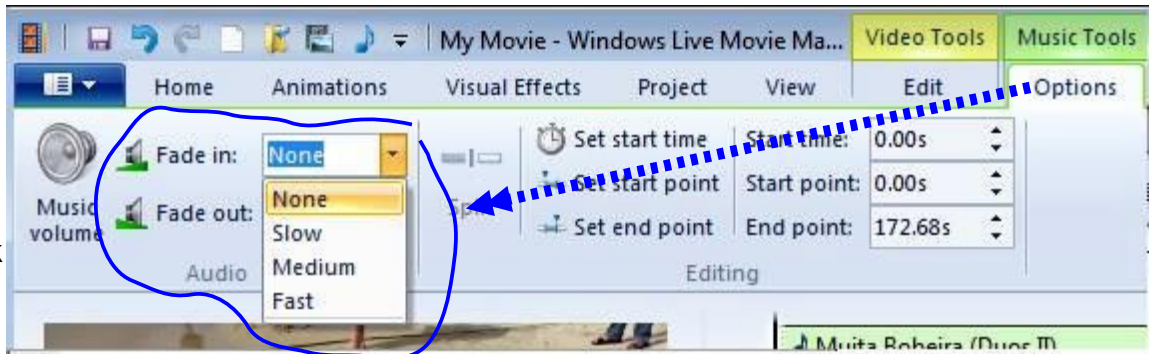


the volume to zero mutes the added music, so that only the recorded audio on a video will be audible.

### 9.3.4 FADE IN / FADE OUT

This tool fades the music (on an added soundtrack) **in**, and/or fades it **out**. Select the soundtrack (click on the green strip). Then click **Music Tools /**

**Options > Fade in: / Fade out:**. Next, select **Slow**, **Medium** or **Fast** for the speed of fading in/out.

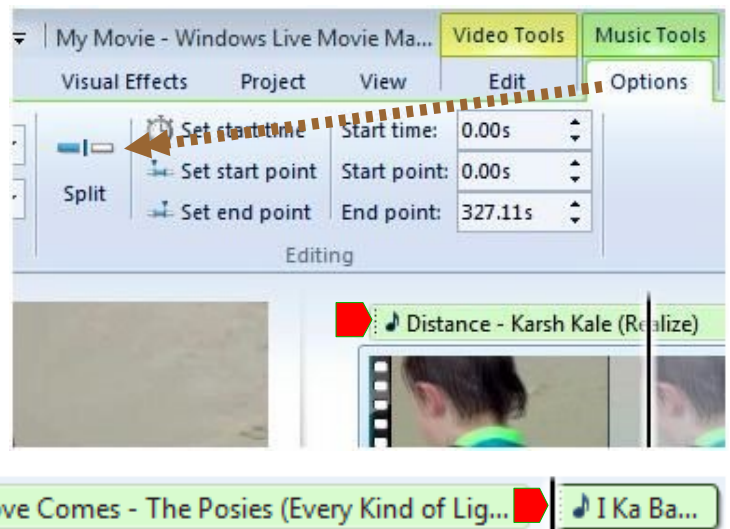


### 9.3.5 SPLIT SOUNDTRACK

**Music Tools / Options > Split.** The added soundtrack can be split when the cursor is positioned at a given point into the soundtrack. After the split, the soundtrack continues in a new section, where the music can be removed and replaced with other music. To remove & replace music, do **Right-click – Remove**. Then do **Home > Add music** and select new music for the new section of the soundtrack. **Note that the**

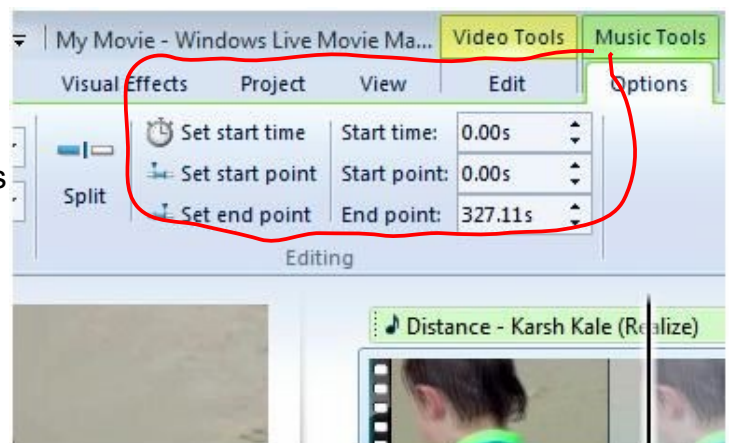
**starting point of the new section**

**of soundtrack can be moved forwards or backwards by clicking in the green strip and then holding the left mouse button down while working the mouse.**



### 9.3.6 SET START TIME AND SET START / END POINTS OF ADDED MUSIC

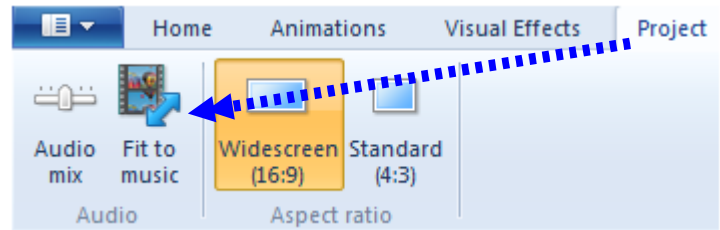
These settings applied in the **Music Tools ribbon toolbar** will make the added music soundtrack start playing at a certain point in time INTO THE MOVIE. The start and end points of music played are entered in seconds and fractions of a second. **But note:** Dragging the starting point of the soundtrack forwards or backwards by clicking in the green strip and then holding the left mouse button down – while working the mouse – will change the start time and start point settings automatically.



### 9.3.7 FIT PHOTO PRESENTATION TO MUSIC

**Project > Fit to music** fits the presentation of a photo (or series of photos) in a movie

automatically to the length of time an added music track is set to run. When you show three photos in a row and the added music track plays for 12 seconds, then each photo will be presented (displayed) for 4 seconds, after having clicked on **Project > Fit to music**.



#### 9.4 Vary audio mix in a video added to the movie

Some parts of a video may contain important audio like specially recorded speech, while other parts might consist of quiet scenery, or scenes with meaningless background noise. If such a video is added to a movie project, and a music soundtrack is added to this part of the project, then the balance of **video volume** and **music volume** should vary from scene to scene. If that is not the case, the speech in the video soundtrack might be drowned in music. In certain parts where the added music is called for, the music might be drowned in background noise.

The audio mix setting made at **Project > Audio mix** cannot vary the sound balance because it sets a **fixed** audio mix for the **whole** movie project. But the following method to vary the audio mix may be applied to a video with added music track.

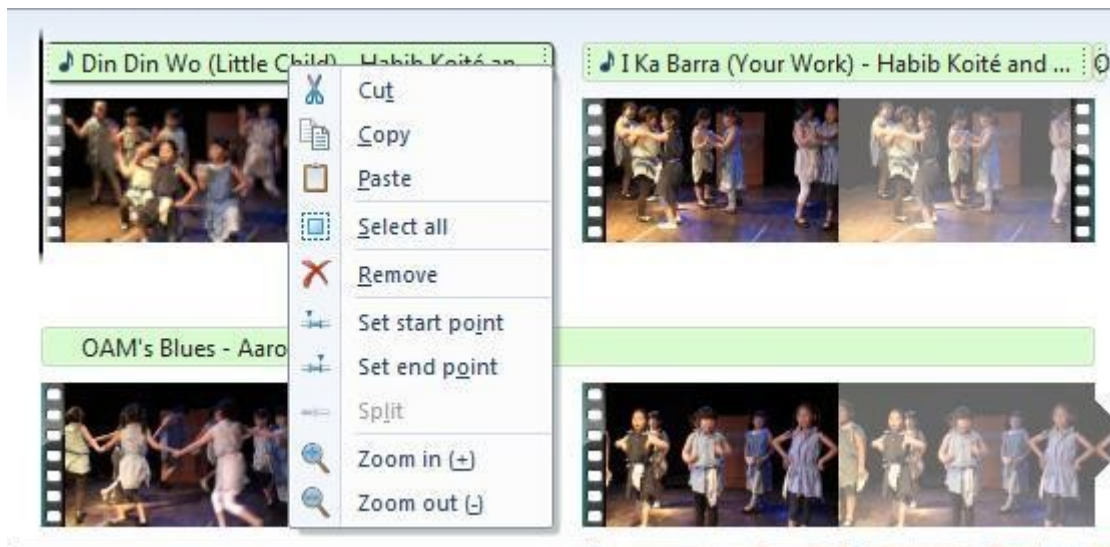
1. Go through the video to see where you want the recorded audio (e.g. speech) LOUD, and the music added to your movie SOFT, and vice versa. Remember or note down the images or scenes where high video volume and low music volume is apt, or the other way round.
2. Now add music to the project (at the position of the video) by means of **Home > Add music**.
3. After having studied the video, split the video track and the music track (shown as a green strip) at the same positions along the storyline.
4. Split the video track into sections by using **Video Tools / Edit > Split** at specific points on the storyline. Select the split points by moving the cursor to those positions.
5. Split the music track by first clicking in the green strip running along the top of the storyline. Then select corresponding split points by positioning the cursor. Click on **Music Tools / Options > Split** to split the soundtrack into matching sections.
6. The storyboard should now display a number of split-off sections, each with a video track and matching soundtrack. (Different tunes were added to the different sections in the illustration below.)



7. The splits should be made where the audio mix needs to be changed. It is necessary to remember or note down the relevant images or scenes, and to associate desired changes in the audio mix with these images or scenes, as mentioned at point 1. In this way, the preview window can be used to see where the splits should be made. It's easy to see where the splits (video track + matching audio track splits) must be made, because the preview window will always show the image at the position of the cursor.
8. The starting points of the soundtrack sections can be shifted forwards or backwards, to line the soundtrack and video track sections up, or to make adjustments to the soundtrack sections later, when the variations in audio mix are tested.
9. To reposition a starting point, click in the green strip, move the cursor to the new starting



point, **right-click**, and then click on “Set start point” in the context menu which appears. (Added music is also **removed** by means of this context menu.) See the **right-click context menu** below.



10. To set a start point, you can also click in the soundtrack section, and then drag it forwards (or backwards), holding the left mouse button down.
11. To reposition an end point, click in the green strip, move the cursor to the new end point, followed by a **right-click**, and then click on “Set end point” in the context menu which appears. You might have to remove the soundtrack and add it again, if the end point fails to reposition. (Right-click is the only way to set the end point.)
12. Improve the flow of audio mix variations by adjusting the start- and end points of soundtrack sections, after listening to and looking at previews in the preview window.
13. You start the audio mixing in the first section. Set the **video volume** at **Video Tools / Edit > Video volume**. Then set the **music volume** at **Music Tools / Options > Music volume**. If you want the recorded audio loud in the first section, set the video volume to maximum, and the music volume to minimum.
14. Repeat the operation in the next track sections, but vary the balance between the recorded audio and the music audio, per section.
15. Add transitions and fade-in fade-out audio effects to soften the crossovers from one section to another. Test the audio mix crossovers by previewing the movie. Make adjustments to the start- and end points of the soundtrack sections (and to the audio mix in each section) as necessary.
16. You should end with a video with varying audio mix to enhance your movie. Your movie might be made up of just one video, split into sections. But its variation in audio mix and pleasant crossovers between sections should make it a nice movie.

### Note: using two computers

To vary the volume of the added music, it is also possible to use two computers simultaneously, for instance a laptop and a desktop.

On the one computer, play a preview of the project without the added music and with all video music muted where you want it to be muted. You can also play a provisionally saved movie prepared in advance for a music soundtrack to be added.

On the other computer, record the music to be added, using for instance Windows Sound Recorder. Start recording at exactly the same moment you start playing the preview (or the provisionally saved movie). Watch the movie as it progresses, and vary the volume of the recorded music according to what you see and hear.

Add the “tailor made” recorded soundtrack to the movie project with **Home > Add music**.

## 9.5 Add voice-over

It is advisable to use two computers when adding a voice-over track to a movie track (as alternative to adding a music track). One reason is that Windows Sound Recorder and WLMM will not record/play at the same time on the same computer.

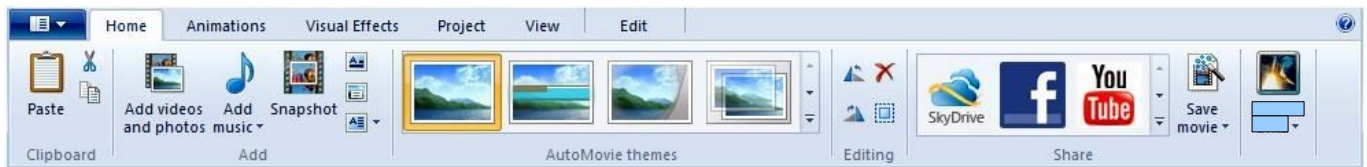
Compile a movie project "ready for added voice-over" on one computer. If the project contains a video, mute the video music in split-off sections of the video track, as needed.

Now play a preview of the project, or play a provisionally saved movie with a media player, while simultaneously making a voice recording on the second computer.

The voice recording should start at precisely the same moment as the movie starts playing, and end at the same moment too. It should be made while watching and listening to the preview or provisionally saved movie.

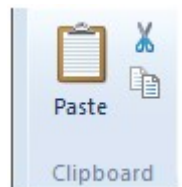
Add the tailor-made voice recording (a .WMA file if Sound Recorder used) to the project by means of **Home > Add music**. Remove and replace the voice-over a few times if necessary.

## 10. USE THE TOOLS IN THE VIDEO TOOLS / OPTIONS RIBBON TOOLBAR



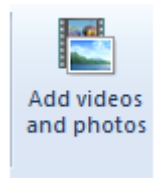
### 10.1 Cut, copy and paste

Cut, copy and paste a photo or video added to the storyboard using the relevant tool in the Video Tools / Options toolbar. You can also right-click on a photo or video in the storyboard to cut, copy and paste.



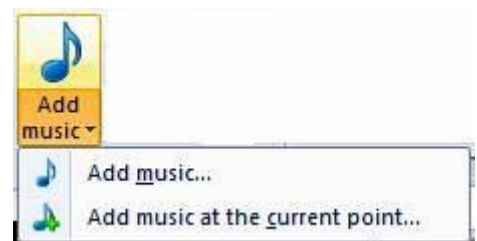
### 10.2 Add videos and photos

Add pictures or videos to the storyboard, from a folder on your computer, by clicking on **Add videos and pictures**.



### 10.3 Add music

Add a music track to the project with this tool. **You can select to start the music at the start of the project, or at the current point of the cursor, i.e. further along the storyline.** This will **not** create a special section with music added. For sections you need to split a music track (see section 9 of this user manual).




### 10.4 Take a snapshot

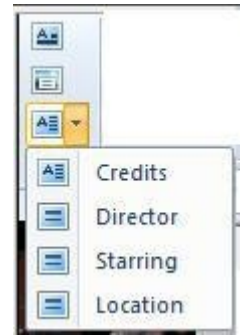
Take a snapshot of the picture displayed in the preview window, i.e. of the image at the current position of the cursor. The picture will be the size of the preview window, and can be saved.



### 10.5 Add a title, captions and credits

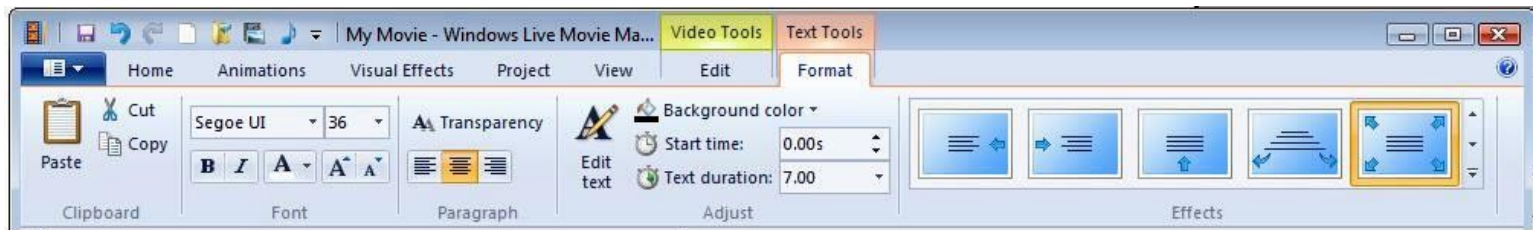
## 10.5.1 ADD TITLE

 **Add Title** will add a blank (black) title page at the beginning of the project. It will also add a pink title strip to the storyboard, which can be selected. The title can be edited in the preview window, if you click in the pink title strip.



### 10.5.1.1 Editing the title (also captions and credits)

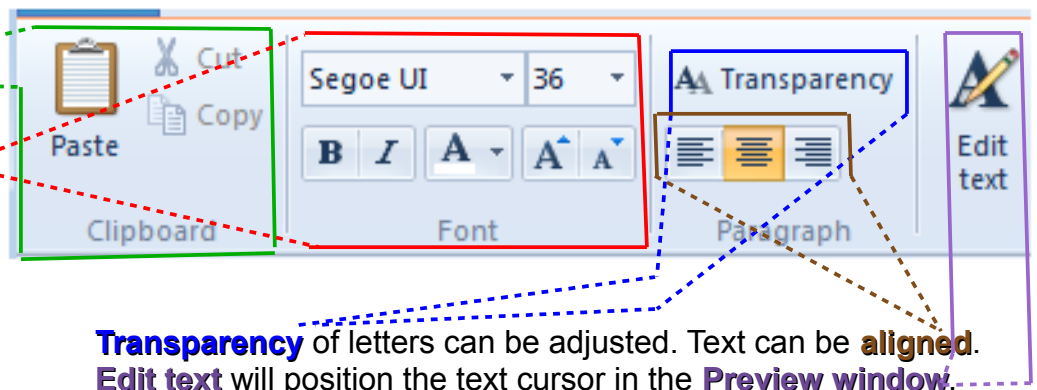
Once you click in either the preview window or the title / caption / credits strip (a pink strip shown under the video track) – with the purpose of editing the text – the **Text Format / Tools ribbon toolbar** becomes available:



The title text (also caption and credits text) can be edited using the following text tools.

**Cut, copy** and **paste** operations can be carried out.

The **font** and **font size** and **font colour** can be set.

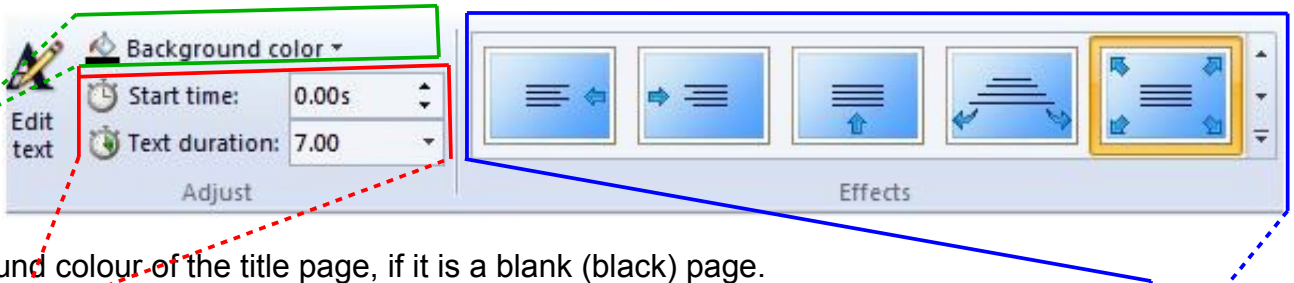


**Transparency** of letters can be adjusted. Text can be **aligned**. **Edit text** will position the text cursor in the **Preview window**.

The title text (as well as caption and credits text) can also be edited using the following text tools on the **Text Format / Tools ribbon toolbar**:

**Back-ground colour.**

This changes the background colour of the title page, if it is a blank (black) page.



**Start time** of title / caption / credits display, and duration of the text display (in seconds).

**Effects: Patterns of animated text display.** Make a selection from different effects given. See alternative choices by clicking on arrows.

### 10.5.1.2 Creating a personal background for the title page



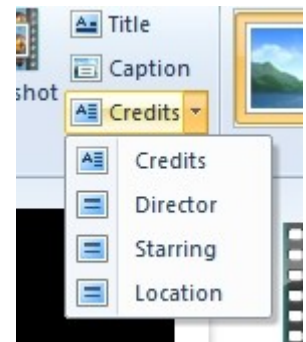
To create a personal, customized title page, you can use the following method:

1. Choose a picture to serve as background. Change its appearance (add visual effects) to add interest. This is usually done with a photo-editing program, not WLMM itself, although WLMM can be used for it.
2. Add this picture to the WLMM storyboard, and add a caption to it, doing **Home > Caption**.
3. Click in the pink caption strip under the picture, and then choose an Effect, doing **Text Tools / Format > Effect**. The reason for applying an effect, is to animate the title, to make the title move across the title page in some pattern.
4. This picture with animated caption can now be moved to the beginning of the movie track on the storyboard. It is placed in the position of the title page.
5. This way a personal, customized title page is created.
6. As an alternative to a picture, you could also choose a short video clip which will serve as extended background for your title section (rather than title page). Playing around with transition animation, applied visual effect and the duration of the title display can create quite an interesting title-introduction section.

### 10.5.2 ADD CREDITS AND CAPTIONS

The instructions for adding credits, which will appear at the end of the movie, and captions, which are added to selected photos or videos, are basically the same as for adding a title.

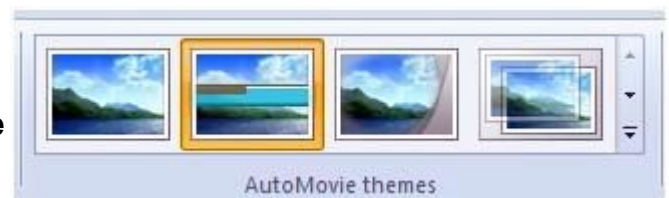
The text in the captions and credits is edited using the **Text Format / Tools ribbon toolbar** which becomes available after clicking in the pink strip (text track) running underneath the movie track. (See 10.5.1.)



### 10.6. Apply an AutoMovie Theme

To compile a movie from the elements on the storyboard automatically, do **Home > Automovie theme**. Select one of the Automovie themes.

First hover the mouse pointer over the theme to see what the effect will be. Then select the desired theme. Transitions and music will be added automatically, after you have selected to add music and chosen a tune (or selected not to add music). The automatically compiled movie can be edited afterwards.



### 10.7 Editing: Rotate left, Rotate right, Remove, Select all

To **rotate** a selected photo or video by 90 degrees with each click, do **Home > Rotate left** or **Home > Rotate right**. The images will be shown like that (rotated) in the movie.


To **select all items** on the storyboard, do **Home > Select all**.

To **remove** selected items from the storyboard, do **Home > Remove** (you can also use Right-Click to Remove.)



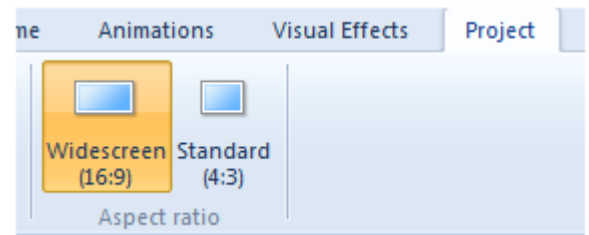
### 10.8 Sharing: post movie to websites, save movie, sign in & out of Windows Live



To **share** a movie on a community website, or store it on SkyDrive, click on a Share option (Home > Share). To **save** the movie, click on **Home > Save movie** (select from Arrow drop down menu). You can also store, share and save a movie using the pull-down menu . To **sign in and out** of **Windows Live**, do **Home > (Name of Windows Live member)**.

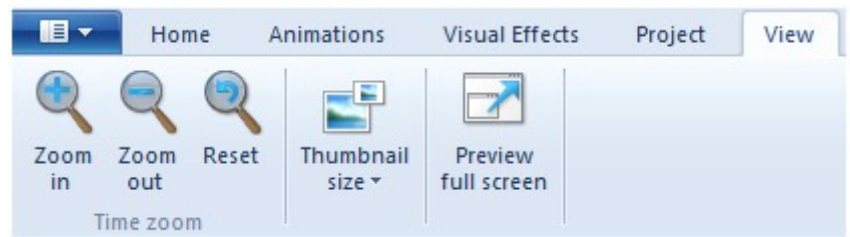
# 11. ASPECT RATIO: SET PROJECT TO WIDESCREEN OR STANDARD SCREEN

To set your movie project to fit into either a wide screen (16:9) or a standard screen (4:3), do **Project > Wide screen** or **Project > Standard screen**.



# 12. ZOOM IN AND ZOOM OUT : VIEW PROJECT MORE SLOWLY AND CLOSELY, OR VICE VERSA

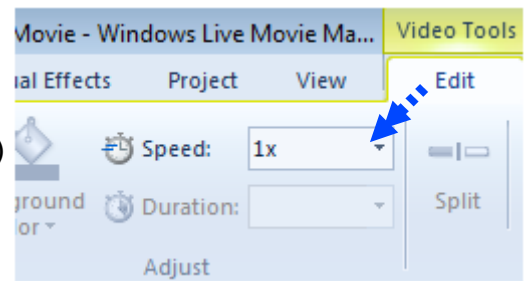
To take a closer, slowed down look at your project, **Zoom in**. To get a quicker overview, **Zoom out**. Use **View > Zoom in** or **View > Zoom out**. To **reset** the standard view, use **View > Reset**.



The **thumbnail size** on the storyboard and the **size of the preview window** (small or full screen) can also be selected under the View tab

# 13. SLOW DOWN OR SPEED UP MOVIE MOTION: SLOW MOTION AND FAST MOTION

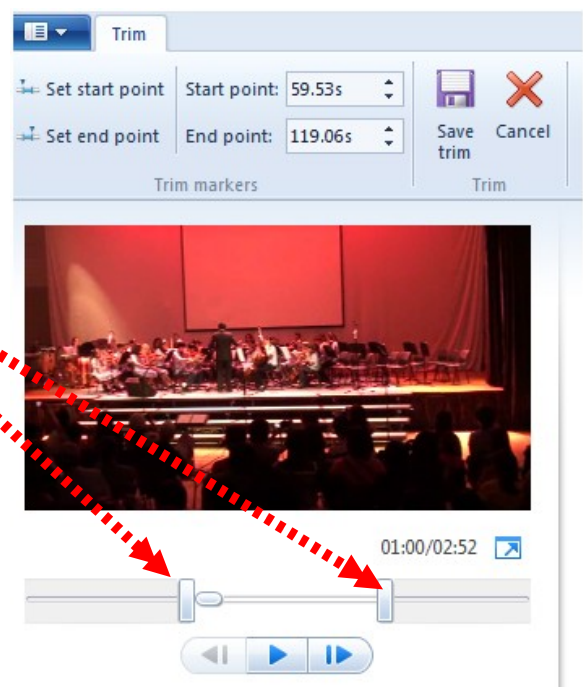
Slower and faster playback (slow motion and fast motion) can be set in Video Tools / Edit > Speed. Sound is lost when the speed of the motion is decreased or increased.



# 14. TRIM A VIDEO

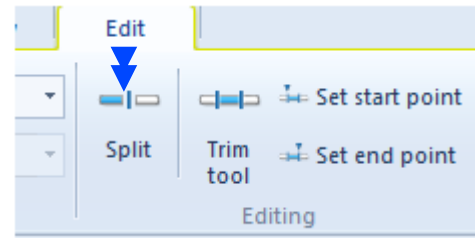
To **trim** a video added to the storyboard, select the video and then do **Video Tools / Edit > Trim tool**.

The easiest way to set the start- and end-points of a trimmed video, is to use the trim handles



## 15. SPLIT A VIDEO

To **split** a video added to the storyboard, select the video, move the cursor to the position where the video must be split, and then do **Video Tools / Edit > Split**.



## 16. IMPORT WEBCAM RECORDINGS

If you run Windows 7 as operating system, webcam recordings can be made and imported to the storyboard from WLMM using the webcam button on the Home tab (Home ribbon toolbar). If you have Vista as O/S, the webcam button is not featured. However, webcam recordings with or without sound can be imported to the storyboard like any other video file.

If you use a Microsoft webcam or webcam/microphone, and the Lifecam program that comes with Windows, importing a webcam recording is really easy.

Start Microsoft Lifecam, record what you wish to record with your webcam/microphone, and then save the recording automatically by stopping the recording. (Hover your mouse pointer over the three icons / buttons displayed by the Microsoft Lifecam program – its easy to find the record / stop recording button.)

Immediately after stopping the recording, you will see the saved recording displayed in the panel at the bottom of the Microsoft Lifecam program interface. You can go straight to Windows Live Movie Maker, adding this recording to the storyboard, by clicking on "Make a movie" – a button offered under the displayed recording.

You can also drag or copy the recording from its location, probably C:\Users\[Username]\Pictures\LifeCam Files.

It is also possible to make a voice recording with Microsoft Lifecam, and use it as a voiceover for your movie, if you have the necessary equipment.

You need a Microsoft Webcam or webcam/microphone combo to make Microsoft Lifecam work. If you have a different brand of webcam, it will probably have its own software allowing recording.

You can also download free or paid software enabling recordings from your webcam. If the recording is in a format compatible with WLMM, it can simply be imported to the storyboard like other video or picture (or sound) files. One example of a webcam recording program offering both free and paid versions: NCH Debut Video Capture Software.

## 17. CHECK THE PROJECT BEFORE SAVING A MOVIE

After compiling a movie project, check the transitions, pan and zoom effects, and visual effects applied. Also check durations (for instance durations of transitions), soundtrack volumes, and whatever has been selected, edited or set, by looking at the relevant ribbon toolbars. The toolbars will light up selections made, or indicate durations chosen, in the different sections of the project. Then save the movie. If there is something wrong with the saved movie, return to the project and find the problem by studying the signals or data provided by the ribbon toolbars.

## 18. DOWNLOAD THE LATEST VERSION OF WLMM

Go to <http://explore.live.com/windows-live-movie-maker?os=other>

### Links for codecs:

[http://www.free-codecs.com/download/k\\_lite\\_codec\\_pack.htm](http://www.free-codecs.com/download/k_lite_codec_pack.htm)

[http://www.free-codecs.com/download/vista\\_codec\\_package.htm](http://www.free-codecs.com/download/vista_codec_package.htm)

[http://www.free-codecs.com/k\\_lite\\_codec\\_pack\\_download.htm](http://www.free-codecs.com/k_lite_codec_pack_download.htm)



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